



Volume V, #23

BORIS THE SPIDER

A Journal of Duplicitous Doings, Raw Power, and Naked Greed

"Oh, what a tangled web we weave
When first we practice to deceive."

---Sir Walter Scott---



13 Nov 96

HAPPY THANKSGIVING!

And with those thoughts of roast turkey, comes the urge to start a new DIP game as 'Boris IX' could be all over soon. So far we have Gunar, Gorham (haven't heard from him in months), Morrison (cancel that), Anderson, Wilson, and Hanna if a 7th is needed. If needed, let me know and include a country preference list.

STANDBY ALERT: Rudy Zozda is again NMR so both his portfolios in 'Boris IX' and 'Boris X' are possibly up for grabs. If interested, submit orders for one, the other or both. Should the need arise, in case of multiple entries, Mo Nar will randomly choose the lucky (?) new player.

BORIS'S BULLETIN BOARD

THOUGHT FOR THE MONTH: One of the effects of modern liberal Protestantism has been gradually to turn religion into poetry and therapy, to make truth vaguer and vaguer and more and more relative, to banish intellectual distinctions, to depend on feeling instead of thought, and gradually to come to believe that God has no power, that he cannot communicate with us, indeed has not done so, and that religion is our own sweet invention.

---Flannery O'Connor

Jack Shacklett ('Boris IX', 'Boris X', DWTK) has a new e-mail address: jshack@abtel.com

Jamie McQuinn is reviving the 'Game of Venerly' we've run here a few times as 'The Hunt'. Words this time are: Presidential Candidates, Super Models, Cobblers, Genealogists, Floridians, Menas (members of Menas), Penguins, and Soccer Fans. If you have an answer too good not to share, contact him at the addresses on p 19.

BOOS & KUDOS

This month's Madame Baldue Press Excellence Award goes John Butitta for his LIFTOFF press. Chalk another free issue up.

This month's Mo Nar Super-Suday Bomb is lobbed at John Bryden for "delay of game" in 'Achilleus'.

PERSONAL COMMUNICATIONS HERE:

DEADLINE FOR ALL GAMES IS NOON (CST) 7 Dec 96



PEACE FAILS! Brits Riot!

Spring 1989

IX

1995X

CLEARWINE: The Peace vote failed 9-1-1, the end of the war looms anyway. Austria has KIE and perhaps SPA in his pocket. NWY is his for the asking, leaving one or two centers for a win this year. BEL, HOL, are VEN possible, but not likely. 1911 could reap SWE, and DEN to complete the conquest. The English electorate is war-weary and about evenly split on whether to accept an armistice. The new Peace Now party is expected to gain a near majority of seats in Parliament. Several "Peace Rallies", sponsored by Catholic and Quaker organisations (and allegedly bankrolled by Austria) have been brutally put down by the Home Guard, fomenting the fall of the government of Prime Minister Zoda. Thessalocratic Party and precipitating early elections.

TROOP MOVEMENTS

Austria builds A BUD.

AUS (Wilson): A StP-Fin, A Lvn-StP, A Ber-Kie, A Pru S A Sjl-Ber, A Sil-Ber, A Ruh S A Ber-Kie, A Mun S A Ber-Kie, A Vie-Boh, A Tri-Tri, F Lya-Spa, F Gre H, A Bud-Tri.

ENG (Zoda): WMR: A Par H(u), F Naf H(u), (F Spa(sc) H)(u, r-??), F Mid H(u), F Gas H(u), F Eng H(u).

GER (J. Shacklett): F Bel S A Kie, F Den S A Kie, (A Kie S F Den)(d) and pray.

ITA (Fisher): F Tun-Naf, A Pie-Mar, F Wre S AUS F Lya-Spa, A Tus-Pie, A Bur-Par, A Rom-Nap, A Bel H, F Ion-Tun, A Hol S AUS A Ber-Kie.

RUS (Melnick): A Nwy-Swe.

Orders in brackets fail: d = unit destroyed due to lack of valid retreat; imp = impossible; nou = not own unit, nso = unit not so ordered; nsp = no such place; nsu = no such unit; oth = off the board; otm = unit on the move; (u) = unit unordered.

Due next time are orders for Fall 1989.

EMBASSY BEAT

Rome: The government of Italy urges all nations to end the bloody conflict engulfing Europe and accept the gracious peace proposal from the Austrian Emperor. It also urges the English fleets to get out of the Med before we kick your ... (transmission garbled due to sun spots in the ionosphere).

CLASSIFIEDS

Now it could get interesting!



"Now that you're back from accepting the Nobel,
let's resume our contract negotiations."



Riots in Italy!



Fall 1984

1996G

NIHILISMORQUE! Mdm Geborne's new Government has been rudely greeted by the German Reich and their British stooges, who may have learned the errors of his ways with the loss of SWE. Meanwhile Emperor Jack's life expectancy continues to decrease at an accelerating rate while Turkish prospects just get better in the East. Who can stop the Sultan short of BER and Gibraltar? Perhaps it is this realization that has caused the recent paralysis in Italy - after Austria and Russia are devoured, surely Italia is next.

TROOP MOVEMENTS

Austria retreats A TRI to BUD. France retreats A BUR to MAR.

AUS (J. Shacklett): (A Rum S A Bud-Ser)(new, r-??), A Vie-Tri, A Bud H(u);
ENG (Fisher): A STP H, F New S A STP, A Sve-Fin, F Ska H, F Eng C A Wal-Pic, A Wal-Pic;
FRA (Deb Geborne): F Wes-Lyo, F Mid-Wes, A Ber-Gas, A Mar S A Par-Bur, A Par-Bur;
GER (Boym): A Mun-Ber, (A Bur R)(r-??), A Bel H, A Hul-Kie, F Den S F Bel-Swe, F Bel-Swe

ITA (Zodda): NMR: F Alb H(u), F Adr H(u), A Tri H(u), A Ven H(u);

RUS (Anderson): A Mos-Ser, A Liv-War, (F Pru S GER F Bel-Ser)(new);

TUR (Varick): A Ser S A Bul-Rum, A Gre S A Ser, F Bia S A Bul-Rum, A Can-Bul, A Bul-Rum, F Aeg S A Gre.

Orders in brackets (w/d) = unit destroyed due to lack of valid retreat; imp = impossible; neu = unit not so ordered; rep = no such place; neu = no such unit; otf = off the board; oten = unit on the move; (u) = unit unordered.

Austrian A RUM must retreat otf or to GAL or UKR. Germany A BUR must r otf or to MUN or RUH.

SUPPLY CENTER CHART

AUS: Bud Vie-Tri	(2) Tear 1*
ENG: Edt Lon Lpi New STP-Ser	(5) Tear 1
FRA: Bre Mar Par Por Spa	(5) Even
GER: Ber Kie Mun Bel Den Hal +Sve	(7) Build 1**
ITA: Nap Rom Ven Tur +Tri	(5) Build 1
RUS: Mos Ser War	(9) Even
TUR: Ana Can Smy Bul Gre Rufe Ser	(7) Build 1

* If A RUM retreats otf, will be EVEN.

** If A MUN retreats otf, can only build 1 and would play one unit short.

Due next time 3 re-builds/joins and orders for Spring 1985.

EMBASSY DEAT

London: Her Majesty's government agreed to aid German efforts to end the conflict on the continent and in dispatching a British Expeditionary Force to the south of Belgium. The Royal Navy also called on Russia to stop harrasing the lost unit in St. Petersburg and agree to negotiations to end the conflict there before things get out of hand. It's bad enough the Italians and Turks and Austrians are squabbling amongst themselves without the true Royalty of Europe getting dragged into the fun.

BONIE WORLD PRESS REVIEW

Las Vegas Pinayone--Oddsmakers put Germany at 3-1 to win it all, while Turkey and England come in at 4-1 and 5-1. France is a distant 10-1, Italy is 12-1, Russia 20-1 and Austria at 200-1.

CLASSIFIEDS

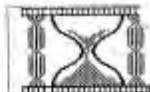
P-E: Turn back and all will be forgiven.



ADRIANUS

Epoch III

190 B.C. - 100 A.D.



THE CAST:

Dan Farrow:
Dobbe Osborne:
Paul Zieske:

Red:
Azure:
Purple:

Chuck Wilson:
John Bryden:
Dave Anderson:

Green:
Black:
Orange:

We will play with colored monuments, fortresses, Persistence of Culture, US Navy (may play a IF in either Atl or Pac as well as Car), and Epoch VIII.

THE BOARD:

All: Cau, CEu, Del, Den, Dnl.
Bl: OPC, Yel(2.C.F.), Bll: EDe, EOb, GaVif), Uln(2.C.f.BM), WDe.
Gr: Cre(C), Gll: Che, Wei(2.C.G.M.f), Yan.
Ol: Mtl(C), Oll: Bal, EAm, Hin, Lev(AM), PPl(C,OM, Democracy, Law, Philosophy),
Shaft, PM), Tar(PM), Tur, Utlc, RM), Zag.
Pl: Lin(o, RM), UNl(c, f), Pll: Loh, Nu(AM), Nuo, Sib.
Rl: PSD, Rll: Pal.
Wl: L-Ti(2.C.F).
Fleets: EMS(O), WMS(P).

SCORE (SP/VP): B(10/22), D(10/19), R(12/22), A(12/21), P(13/32), O(10/35)

EPOCH III: Everyone holds.

<F&TS (A): Play 1A AM @ CEu (1AIf-Del), 1A @ NGA, 1A @ Alb, 1A @ Dnl (-1AIf), 1A @ Cau (-1AIf), 1A @ EAm (5.1/2.1 -1OIf), 1A @ Zag (4.2/3 -1OIf), 1A @ Rig, Score: 21 + M(1x2) + Mid E(P=3) + S Eur (P=3) + N Eur (D=2) = 31.

MACFOWANS (B): Play 1A.C @ Pin, 1A @ Mor, Play "Treachery" @ 1A @ Del (-1AIf), 1A @ Nap, 1A @ SAp, 1A @ CMa, 1A @ Pyr, 1A Wlb, 1A @ Sib (4.3/6, 6.1/1 -1BIf, Pll), 1F @ EMS (5.4/8 -1OIf), 1A @ Lev (5.3/6.5, 6.1/5.2, 3.1/2.1 -1BIf, Oll), 1A @ WGa, 1A @ Sha (3.1/2.1, 5.4/5.5 -1OIf), Score: 32 + C(3x2) + M(2x2 +2) + 3(1) + Mid E(P=3) + N Afr(P=2) + China(P=3) + India(D=6) + S Eur(D=6) + N Eur(P=1) = 56.

MAHEVANS

(R): Play 1A.C @ GAV, ...

SCORE (SP/VP): R(12+/22+), P(13+/32), O(19+/35), A(20/31), G(22/19+), B(25/56)

Due next time are your orders for the rest of Epoch III.

THE BOARD:

All: Dan/Alll/ Alb(AM), Cau, CEu, Dnl, EAm, Hig, NOs, Zag.
Bl: GPC, Yel(2.C.f), Bll: EDe, EOb, GaVif), Uln(2.C.f.BM), WDe, Blll: CMa, Del, Lev(AM),
Moe, Nap, Pin(C.BM), SAp, Sha(PM), Sib, WGa, Wlb.
Gr: Cre(C), Gll: Che, Wei(2.C.G.M.f), Yan.
Ol: Mtl(C), Oll: Bal, Hin, PPl(C,OM, Democracy, Law, Philosophy), Tar(PM), Tur,
Utlc, RM).
Pl: Lin(o, RM), UNl(c, f), Pll: Loh, Nu(AM), Nuo.
Rl: PSD, Rll: Pal.
Wl: L-Ti(2.C.F).
Fleets: EMS(B), WMS(P).

--DOWN WITH THE KING (continued from facing page)

modifications to the High Minister's and Minister of the Army's rolls, and your orders for Turn 7 through Turn 8 Political Problems Phase.

NOTE 3: A last minute audit just before publication showed big discrepancies between the PP totals and your factory holdings. Too late to change things here, but run a check yourself and let me know your figures.

Countess Mary (#54): 0/18 PP, 1 IP, 16C, #34, #21, Bro John, #44, #54, #11
Earl Michael (#10): 1/24 PP, 3 IP, 16C, #56, #51, #35(H), #13, #24
Marquise Elizabeth (#62): 15/14 PP, 3 IP, 16C, #55(H), #55, #52
Earl Richard (#14, MC): 35/31 PP, 21 IP, 12C, #41(H), #19, #46, Pr Alan, #25
Marquise Ruth (#63): 10/26 PP, 1 IP, 12C, #53(H), #12, #16, #42, #61, #21, #

DOWN WITH THE KING

Seduction Attempted!
WAR!!
Turns 5/6/7



The Cast (in Turn 5 movement order):

Countess Mary (#64): 0/24 PP, 3 IP, 15C, #84, #21, Bro John, #44, #54
Earl Michael (#15): 0/29 PP, 3 IP, 15C, #36, #51, #55(H), #43, #24
Marquise Elizabeth (#62): 15/14 PP, 19 IP, 15C, #66(H), #58, #52
Earl Richard (#14, MC): 30/27 PP, 21 IP, 12C, #41(H), #18, #46, Pr Alan
Marquise Ruth (#69): 6/24 PP, 0 IP, 12C, #53(H), #12, #16, #42, #61, #21

The Cabinet:

Monarch: King George (50 Sup)
Navy: Sir James (#22)
State: Duke Marley (#44)
Trade: Knight William (#26)
Espion: Sir Drew (#11)
Sunderman: Sir Charles (#24)
City States: Sir Malcolm (#13, R)

Consent: <Vacant>
High Minister: Lord Percival (#41, R)
Army: Duke Roland (#43, R)
Justice: Earl Duncan (#34, M)
Bryson: Earl Maxwell (#32)
Crown: Knight Dale (#26)
Treasury: Lord Mortimer (#36, M)

ROYAL DEATHS: Alfred, Almyr, Catherine, Phillip

Turn 5 (concluded)

5. Player Turns:

Earl Richard: L. Counsel Monarch concerning Townsmen Unrest to take liberal reforms (5-1/High Minister) = 7 = The Monarch is pleased, gain 1 PP.

Turn 6 (continued)

5. Player Turns:

Baroness Mary: Propose to Brother John (illegal: PCs can't propose to RCs--Rule 18.4.1). Roll on Fashion Table, buying +1 drm (-2 IP): 9+2 = 11 = Regal, +4 PP, +2 drm. Recruit Sir Drew, Ambassador to Spain (#11).
Earl Michael: Roll on Literary Pursuits Table: 6+3 = Good Language Skills, +1 PP, Trade 5 IP for 1 PP (insufficient IPs). Make Duke Henry a henchman.
Marquise Elizabeth: Play "Scandal" chat to expose a scandal on Knight Richard (see Note 1). Play "Intrigue" event card - #66 (the Temptress) attempts to seduce Duke Marley (#44)--see Note 2. Roll on Business Table (-3 IP and -2 IP for +1 drm): 9+2 = 11 = Financial Coup, +25 IP, +2 drm. Roll on the Fashion Table (illegal--4th Activity and only one Table per turn). Counsel monarch to "Ask the church for aid": 8+1(Archbishop) = Monarch is pleased, counsel accepted, +2 PP.
Earl Richard: Recruits Knight Dale, Ambassador to Crown (#26). Rolls on the Sporting Table: 2+2 = 4 = 999.
Marquise Ruth: Play "Gain 1 IP" chat. Roll on Fashion Table: 8+1 = 9 = "Smart", +2 PP, +1 drm. Recruit Baroness Melaine (#65). Counsel the Monarch on gambling advice. The Monarch is pleased, counsel accepted, +4 PP.

NOTE 1: Scandal Table Roll: 9. Only Liz & Dick may play "Informer" cards to modify the roll by -1 or +1 respectively.

NOTE 2: Any player can thwart the seduction by playing "Treachery" or "Informer". Should the seduction succeed, Marley will propose to Debbie.

Turn 7

1. Player order: Baroness Mary, Marquise Elizabeth, Earl Richard, Earl Michael, Marquise Ruth
2. Office phase: n/a
3. Political Problems: Natural Disaster: Minister of Trade Knight William (5) fails to solve the problem. Economic Crisis: Treasury Minister Lord Mortimer (5) fails to solve the problem (and is sacked). Monarch's Support falls from 50 to 40.
4. Crown Event: Two Political Problems: War with all countries (Minister of the Army, modified by State and the General), and Townsmen Unrest (High Minister modified by Magistrate and Archbishop).

You've drawn ____ Loyalty, ____ Opportunity, & ____ Event

Due next time are card plays to thwart the seduction and to modify the scandal roll.
--Continued on facing page



LIFTOFF! 2 SPACEWALKS!! 2 Near Disasters! 1962/63



THE CAST

Andorra (Dave Anderson)
Duchy of Grand Fenwick (John Butitta)
Republic of Texas (Andy York)
Spain (Dan Farrow)
Sweden (Al Bargerder)

Cash from 1961
90 MB
5 MB
-23 MB
66 MB
47 MB

'62 Budget
122 MB
86 MB
68 MB
101 MB
109 MB

ERRATA: Andorra has 222 MB available in 1962, not 232.

1962

- All collect budget (see above).
- Random Events (see last issue). Add 4 MB to Spain's cash. Andorra doesn't pay.

Lingering Cards:

AND: Fortunate Accident: negate next satellite failure
AND: Lose 20% on next "B" mission

SWE: buy additional astronauts for 1 MB

SWE: Govt Order: Land man on moon NLT 1962 (30 MB)

SPA: Govt Order: Next launch must be manned (20 MB)

- AND: Buy initial "C" (-150 MB), initial "h" (-60 MB), one "a" (-2 MB) & astronaut (Angela Astronautica, -2 MB)

DOF: Buy one "1" (-1 MB), initial "2" (-24 MB)

RoT: Buy two "h" (-4 MB)

SPA: Buy initial "C" (-24 MB) and two Astronauts (El Nino and El Cid, -4 MB)

SWE: Buy two "A" (-6 MB), two "h" (-4 MB) & initial "D" (-12 MB) and initial "EVA" (-13 MB)

- Conduct Research:

AND: 1 die on "Q" (-7 MB, +2%)

DOF: 3 dice on "B" (-12 MB, +15%), 7 dice on "D" (-14 MB, +18%), 8 dice on "h" (-16 MB, +20%), 8 dice on "2" (-24 MB, +34%)

RoT: 3 dice on "a" (-8 MB, +21%), 1 die on "B" (-4 MB, +5%), 2 dice on "2" (-8 MB, +11%), 3 dice on "D" (-16 MB, +31%)

SPA: 7 dice on "c" (-35 MB, +30%), 6 dice on "C" (-48 MB, +25%)

SWE: 8 dice on "B" (-32 MB, +27+8%), 2 dice on "B" (-8 MB, +6+2%), 8 dice on "d" (-16 MB, +14+8%), 8 dice on "h" (-16 MB, +14+8%)

MB 26-8%), 8 dice on "h" (-16 MB, +14+8%)

- Declare 1963 Missions: Andorra(3), Fenwick(2), Texas(2), & Spain(1). Sweden(2)

- No one rushes.

- Texas scrubs two manned orbital flights (-20 MB to budget).

Fenwick launches orbital satellite (1A); Lift off: 40 < 86%, EOB: 98 < 98%, Power Up:

87 < 98%, Success: add 1% to "A" and "1" and +2 MB to Budget.

Fenwick launches one person capsule (Aa with six rats). Lift off: 99 > 87 Failure: add 1% to "A"

Sweden launches a manned sub-orbital mission (Aa) with Lena Ramgard aboard. Lift off: 92 > 87%, Catastrophe: 16 < 30%, no ignition, try again at end of phase.

Sweden launches manned sub-orbital mission (Aa) Ruthaton aboard. Lift off: 64 < 87%, EOB: 68 < 82%; Reentry: 45 < 82%, Recovery: 37 < 82%, Success: add 1% to "A" and "a", 10% to Ramgard, and 2 MB to Budget.

Andorra launches crewed orbital mission with spacewalk (AaE) with Barney aboard.

Lift off: 81 < 89%, EOB: 82 < 82%, Orb Act: 81 < 82%, EVA: 58 < 98%; De-Orb:

Burn: 13 < 82%; Reentry 87 < 82%, Recovery: 26 < 82%, Success: Barney is first purple dinosaur to walk in space! Add 1 MB to budget, +1% to "A" & "a", and 10% to Barney.

Andorra launches crewed orbital mission with spacewalk (AaE) with Debbie Duchelle aboard. Lift off: 87 < 90%, EOB: 72 < 83%; Orb Act: 67 < 83%; EVA: 95 < 98%; De-Orb:

Burn: 24 < 83%, Re-entry 67 < 88%; Recovery: 45 < 83%, Success: Add 7 MB to budget, +1% to "A" & "a", and 10% to Debbie.

Andorra launches crewed orbital mission (AaE) with spacewalk with Angela Astronautica aboard. Lift off: 34 < 91%, EOB: 95 > 84%; Catastrophe: 42 < 80% go directly to reentry: Re-entry 19 < 84%; Recovery: 91 < 84%, Failure: Lose 2 MB to budget, +1% to "A" & "a", and 10% to Angela.

Sweden relaunches a manned sub-orbital mission (Aa) with Lena Ramgard aboard.

Lift off: 35 < 88%, EOB: 20 < 83%; Reentry: 83 < 83%; Recovery: 4 < 83%.

Success: add 1% to "A" and "a", 10% to Ramgard, and 2 MB to Budget

1963

- Sweden failed to land man on moon by 1962, so loses 30 MB from budget and so collects 83 MB. Andorra collects 145 MB, DOF collects 86 MB, RoT collects 68 MB, Spain

collected 101 MB. Sweden collected 109 MB.

2. Draw Event Card:

AND: Budget -10 MB. Influenza: Primary crew has flu, use back-up.

UGP: Social Programs. Reduce budget by 50%.

RoT: Budget +15 MB. Astronaut killed in training. Simmons dies.

SPA: Budget -5 MB. Minor problem. Pay 10 MB or lose 5% on 'C' next mission.

TWE: Budget +5 MB. Fortunate Accident, cancels next rocket failure.

Due next time will be your purchases, R&D expenditures, rush decision for 1963 and if you plan a launch (and what) for 1964.

Country	From '62	'63 Budget	Cash '63	'64 Bud
Andorra	1 MB	145 MB	140 MB	135 MB
Fenwick	0 MB	97 MB	97 MB	49 MB
Texas	10 MB	48 MB	58 MB	43 MB
Spain	0 MB	102 MB	102 MB	97 MB
Sweden	44 MB	85 MB	127 MB	89 MB

Press:

In a the living room of Tully Bascombe's house, near the Castle, 2 men were standing and looking at a disheveled, long haired young man who was looking around with a slightly vague stare.

"He told the border guard that he was here on a secret mission for the United States of America to look for rockets" Tully Bascombe said, looking down at the the young man again with curiosity.

"Yeah, the dude at the embassy gave me 10 bucks to ride my bike down here and find some, like, space rockets, you know," said the young man with a smirk.

"Did you get any?" Dr Kokinta, the older, professional looking gentleman, asked the young man.

"Wow, man, like there were big ones shooting right out of the castle, man. Like, FAR OUT" the young man replied, while making whooshing sounds and jabbing his right palm over his head "That embassy dude is going to be going to be pissed when he has to pay me the other 10 bucks for finding some. Uh, could I get, like, a wing or something to bring back with me?"

"What is your name, son?" asked Tully.

"Albert LaFontaine, but my friends call me Winky," said the young man. "Like, Wow, those rockets are DYNAMITE, man. What a trip - where do you sign up for a ride?"

"Aren't you worried that it might be dangerous, young man?" asked Kokinta.

"NO WAY, JOSE! I been on lots of worse trips, you know" said the young man.

"Well, Winky" said Kokinta, rubbing his chin with his right hand "I've been looking for someone with your unique sense of adventure..."

R&D Status Board (%/€)										
	ANDORRA		DG FENWICK		REP TEXAS		SPAIN		SWEDEN	
Prog.	51	52	51	52	51	52	51	52	51	52
1:	97/3	97/3	93/1	98/1	95/0	93/0			98/0	95/0
2:	40/1	40/1		79/1	53/1	59/1			92/1	92/1
3:					84/5	88/5	85/0	85/0	78/1	85/1
A:	89/5	92/2	86/0	83/6	89/8	89/8	87/1	87/1	87/0	89/0
B:	25/1	25/1	77/1	90/1			91/0	91/0	15/1	25/0
C:									85/1	
D:			30/1	50/1	30/8	51/5				30/1
EVA	93/0	93/0								66/0
G:	12/1									
a:	82/2	85/0	81/4	82/3	10/0	31/0	10/1	10/1	82/0	84/0
b:			35/1	35/1					20/0	47/0
c:							42/1	70/1		
h:		10/1								
L Pac:	3	3	2	2	2	2	1	1	1	2

Astronauts:

40%: L Ramgard (SWE)

30%: S Ruthstrom (SWE)

20%: B Bjorklund (SWE), De Duchette (AND), Barney (AND)

10%: Gomez (SPA), A Astronautica (AND)

0%: Da Duchette (AND), Sc Kast (AND), Sh Kast (AND), J Kats (AND), Sc Kats (AND), A LaFontaine (DOF), Ri Onaseck (RoT), Rn Onaseck (RoT), Simmons (RoT), E Cid (SPA), E Nino (SPA)

KIA: Rogers (SPA), T Onaseck (RoT), I Hakansson (SWE), B Jaerbyn (SWE)

ALL FIGURES ARE FOR END-OF-YEAR



1830

"???? IS ????"

SR 1 & OR 1

Jury still out on the game name, either "Time is Money" or "Glory Bound". (Vote 1-1 from Fisher & Ringhoffer) -- make your choice or not.

Correction Corner - Forgot to show Hanna's holding of 1-B&O share last time.

PLAYER STATUS

Fisher	\$160, 3VNR, 2-B&O, 1-C&O (Priority)
Beck	\$58, B&Opc, 4-B&O(P)
Ringhoffer	\$15, C&SL, 5-C&O(P)
Farrow	\$198, D&H, 1-B&O, 1-C&O
Hanna	\$94, M&K, C&A, 1-PRR, 1-B&O
Chinnery	\$35, 2-B&O, 3-C&O

CORPORATION STATUS

Corp	Value	Pool	IO	Per	Cash	Trains	Tokens
B&O	C82	0	0	n/a	\$700	---	3
C&O	D76	0	0	n/a	\$710	---	5
PA	\$79	0	0	---	---	---	4

Operating Round #1

B&O - Place home token in I15, lay tile #57 in J14(w) for \$80, no train or run - stock falls to C 76, buy 2-"2" trains for \$160, treasury = (\$700-\$80-\$160) = \$520 ((B&Opc retired))

C&O - Place home token in F6, lay tile #8 in G5(w), no train or run - stock falls to D 71, buy 1-"2" train for \$80, treasury = (\$710-\$80) = \$630

Stock Round #2

Fisher - Buy President's share of the PRR, net per @ \$76/share (Has \$10)
 Beck - Pass (Has \$53)
 Ringhoffer - Pass (Has \$15)
 Farrow - Buy PRR for \$76 (Has \$122)
 Hanna - Buy PRR for \$76 (Has \$18)
 Chinnery - Pass (Has \$35)

Fisher - Sell 1-C&O for \$71 & buy PRR for \$76 (Has \$5), C&O drops to E 57, PRR floated
 Beck & Ringhoffer - Pass
 Farrow - Buy C&O from pool for \$67 (Has \$96) C&O sold-out
 Hanna - Pass (Has \$18)
 Chinnery - Pass

Fisher, Beck, Ringhoffer and Farrow - Pass, Stock Round is over - Hanna gets the priority card for Stock Round #3. B&O and C&O stock price rise one level to B 82 and D 71.

PLAYER STATUS

Hanna	\$15, M&K, C&A, 2-PRR, 1-B&O (Priority)
Chinnery	\$35, 2-B&O, 3-C&O
Fisher	\$5, 3VNR, 2-B&O, 3-PRR(P)
Beck	\$53, 4-B&O(P)
Ringhoffer	\$15, C&SL, 5-C&O(P)
Farrow	\$46, D&H, 1-B&O, 2-C&O, 1-PRR

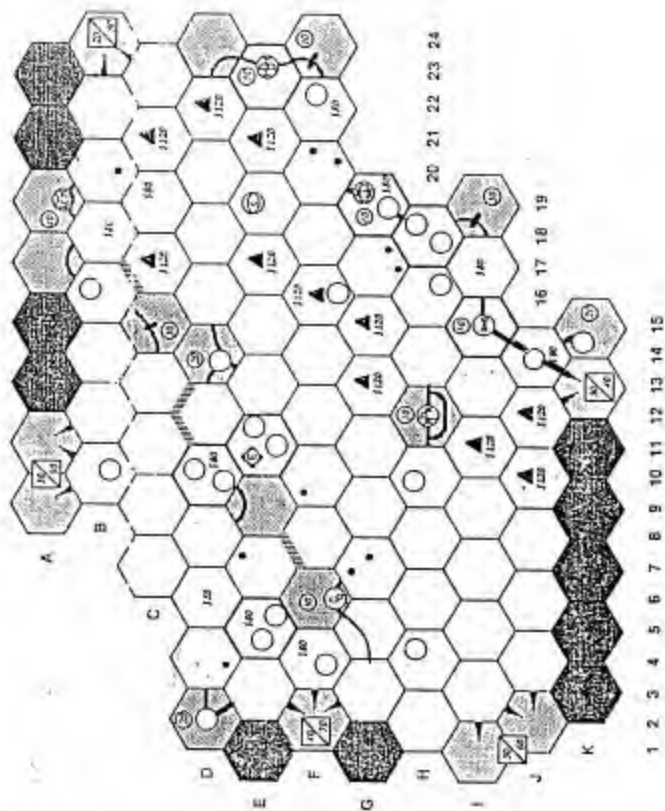
CORPORATION STATUS

Corp	Value	Pool	IO	Per	Cash	Trains	Tokens
B&O	B 82	0	---	---	\$820	2-"2"	115(2)
PRR	D 76	---	4	\$76	\$760	---	4
C&O	D 71	0	---	---	\$830	1-"2"	F6(2)

Trains Available: 222 88888 4444 555 66 DDDDDD

Tiles Available: #3(1), #2(1), #3(2), #4(2), #7(4), #8(7), #9(7), #55(1), #56(1), #57(8), #58(2), #59(1)

Due to Mark Frueh by 4 Dec 86 are orders for Operating Round #2 and Stock Round #3.



1856

THE GREAT WHITE NORTH

NEW RAILROAD. NEW PHASE.
MORE DEBT
OPERATING ROUNDS 3



ERRATA: The CPR and LPS share prices and the LPS treasury were incorrect in the company status summary

PLAYER HOLDINGS: (* = president's certificate; limit = 11)

Zieske	\$127	2GT*
Chinnery	\$93	mid, 1WR, 1LPS
Quiet	\$84	cc, 3LPS* (priority)
Buttts	\$104	w/s, 2CPR*
Wardelmann	\$237	1WR*
Farrow	\$115	mid, 2LPS

COMPANY STATUS:

Name	Pres	Value	Pool	IO	Par	Treas	Loans	Trains	Time	Dest	
GT	PZ	A110	---	8	100	\$10	1	11	22	P9,N11+2	X0
CPR	JB	B100	---	8	90	\$50	2	---	22	M4,N3+3	N11
WR	WW	B80	---	7	90	\$5	3	---	23	O18,O18+1	L15
LPS	MQ	F70	---	6	65	\$115	3	---	38	C14+1	F17(\$65)

SHARE ROUND 3

Quiet buys LPS. (\$84 - 65 = \$19; LPS escrow account to \$130)
 Buttts buys GT. (\$104 - 100 = \$4; GT treasury to \$110)
 Wardelmann buys WR. (\$237 - 90 = \$147; WR treasury to \$95)
 Farrow buys CPR. sells 2 LPS. (\$115 - 90 = 25 = \$165; CPR treasury to \$140; LPS price falls to \$60)
 Zieske buys GT from JO. (\$127 - 100 = \$27; GT treasury to \$110)
 Chinnery buys WR. (\$93 - 90 = \$3; WR treasury to \$135)
 Quiet passes.
 Buttts sells GT, buys CPR from JO. (\$4 + 110 - 90 = \$24; CPR treasury to \$250; GT price falls to \$100b)
 Wardelmann buys WR. (\$147 - 90 = \$57; WR escrow account to \$90)
 Farrow sells CPR, buys president's share of Great Western, par \$65. (\$165 + 100 - 130 = \$135; GW treasury to \$130; CPR price to C90)
 Zieske, Chinnery, Quiet, Buttts, and Wardelmann pass.
 Farrow buys GW. (\$135 - 65 = \$70; GW treasury to \$195)
 Zieske, Chinnery, Quiet, Buttts, and Wardelmann pass.
 Farrow buys GW. (\$70 - 65 = \$5; GW treasury to \$200)
 All pass. Zieske has the priority deal card.

OPERATING ROUND 3.1

Private companies pay GT \$5 (\$215). Buttts \$10 (\$24). Quiet \$10 (\$29). Chinnery \$10 (\$29), and Farrow \$20 (\$25)

GT: Borrows \$130. Lays tile #10 in P9 (sw). Runs P9-Q7 & P9-N11 (\$140). Pays dividends. (P2 + Q2, Q7 = 14). Price rises to B110. Buys 3-train. (\$210 + 5 + 100 - 20 + 14 - 225 = \$84)

CPR: Lays tile #121 in M4(n). Runs M4-N3 & N3-N1 (\$130). Retains earnings. Price falls to C80. Buys 3-train. (\$230 - 20 + 130 - 225 = \$115)

WR: Lays tile #59 in N17(ne). Runs O18-P19, O18-P17, & O18-O16-P17 (\$250). Retains earnings. Price falls to B75. Buys 3-train. (\$185 - 90 + 260 - 350 = \$85)

PHASE CHANGE. All 2-trains evaporate.

GW: Borrows \$100. Places taken in F15, lays tile #5 in F17(n). No trains, so no run. Price falls to P60. Buys 4-train. (\$250 + 100 - 10 - 350 = \$80)

LPS: Borrows \$100. Lays tile #8 in D13 (sw). Runs C14-B15 & C14-B13 (\$120). Pays dividends. (MQ + 48, DC + 12, LPS = 24). Price rises to C65. Buys no train. (\$115 + 100 - 49 + 24 = \$190)

We'll stop here to let the presidents assess the situation. We managed to get a 4-train purchased without precipitating a bankruptcy, but no one is out of the financial woods yet. Due next time are CR3.2 and SR4. Orders should reach Chuck Hanna by 4 Dec 95.

PLAYER HOLDINGS: (+ = president's certificate; limit = 11)

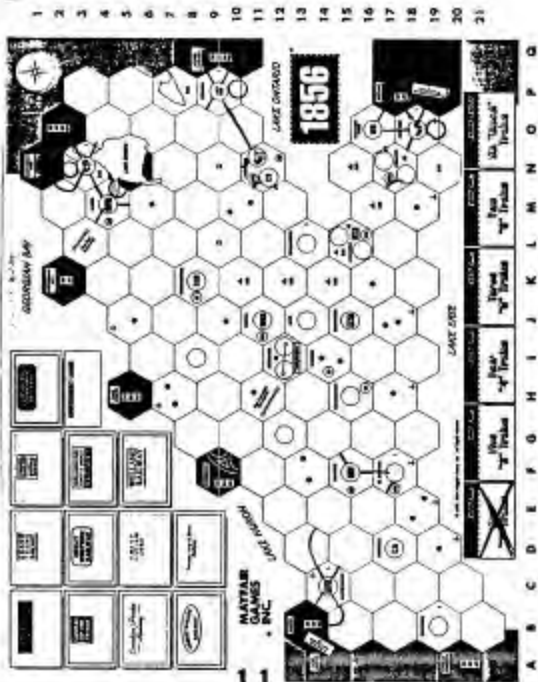
Zimmer	\$60	3OT* (priority)
Chinnery	\$35	nfeb. 3WR 1LPS
Quist	\$72	ac. 4LPS*
Gutilla	\$84	wbb 3CPR*
Wardemann	\$57	4WR*
Farrow	\$19	seft. 4GW*

COMPANY STATUS:

Name	Pres	Value	Prod	10	Par	Trans	Loans	Trains	Term	Debt
GT	PZ	B110	1	5	100	\$84	0	3	P6, N11+2	K8
CPR	JB	C80	1	3	90	\$115	0	3	M6, N3+2	N11
WR	WW	B75	---	4	90	\$65	0	34	O16, O18+1	L15 (\$90)
LPS	MG	G65	2	8	65	\$109	4	35	C14+1	F17 (\$190)
GW	DF	P60	---	5	55	\$0	1	4	P15-8	A20

Trains Available: 44, B55, B6, DD...

The Bank has \$11,330.

TILES AVAILABLE: #1(1), #2(1), #3(3), #4(3), #5(1), #6(2), #7(5), #8(13), #9(12), #14(2), #15(3), #16(1), #17(1), #18(1), #19(1), #20(1), #23(4), #24(4), #25(1), #26(1), #27(1), #28(1), #29(1), #30(1), #31(1), #32(3), #33(3), #34(3), #35(2), #36(1), #121(2)


1870

JAMES WEST

OR 1 & SR 2



PLAYER STATUS

Zieke \$62, ORS, 1 KATY, 2 SLSP (VP) <Priority>
 Wordelmann \$44, SC, 3 SLSP (Pres)
 Quist \$46, 3 KATY (Pres), 1 SLSP
 Hanna \$15, MKT, 3 KATY (VP)
 Farrow \$112, MRB, 1 KATY, 1 SLSP
 Chinnery \$34, OS, 2 KATY, 1 SLSP

CORPORATION STATUS

Corp	Value	IQ	Pool	Par	Cash	Trains	Tokens	Dest
SLSP	A100	1	0	\$100	\$1000	---	3	M22
KATY	E72	0	0	n/a	\$850	---	3	NI

ORI

Privates pay Zieke \$5, Farrow & Wordelmann \$10, Chinnery \$15, and Hanna \$20.

SLSP: Play initial token in E12. Play tiles #5 in E12 (nr) (-\$60) and #6 in F11 (se) (-\$60). No trains, so no run. Stock slides to A20. Buy two 2-trains (\$1000-60-50-160 = \$730).

KATY: Play initial token in B11. Lay tiles #6 (w) in B11 (w) (-\$40) and #57 (s) in B9. No trains, so no run. Price slips to E68. Buy a 2-train (\$680-40-20 = \$620).

SR 2

Zieke, Wordelmann, Quist, and Hanna pass.
 Farrow buys 1 SLSP (\$122-100 = \$22). SLSP is sold out!
 All pass.

KATY is sold out so slide to D71. Chinnery has the priority. Due next are orders for OR 1 and SR 3. Company presidents should include contingency orders for price supporting and redeeming their stock.

PLAYER STATUS

Zieke \$67, ORS, 1 KATY, 2 SLSP (VP) <Priority>
 Wordelmann \$54, SC, 3 SLSP (Pres)
 Quist \$46, 3 KATY (Pres), 1 SLSP
 Hanna \$35, MKT, 3 KATY (VP)
 Farrow \$122, MRB, 1 KATY, 2 SLSP
 Chinnery \$49, OS, 2 KATY, 1 SLSP

CORPORATION STATUS

Corp	Value	IQ	Pool	Par	Cash	Trains	Tokens	Dest
SLSP	A20	0	0	n/a	\$720	22	E12 (2)	M22
KATY	E72	0	0	n/a	\$560	2	B11 (2)	NI

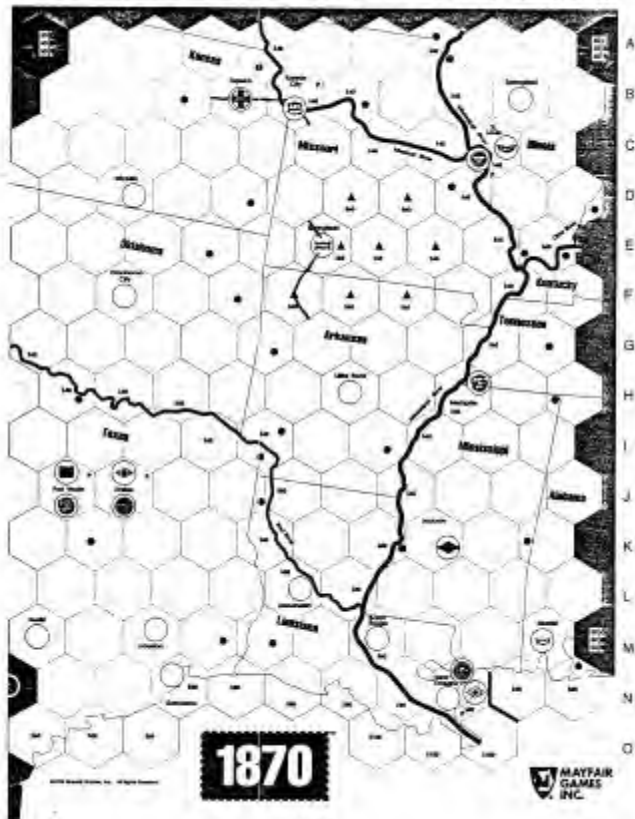
TRAINS AVAILABLE: J22233333344444555566666888, 10, 10, 12.
 The Bank has \$10,444.

TILES AVAILABLE: #1(1), #2(1), #3(3), #4(6), #5(2), #6(9), #7(9), #8(21), #9(28), #55(1), #56(1), #57(4), #58(4), #69(1)

2

\$80



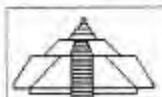




ADY CIVILIZATION

FAMINE!

Late Bronze Age Reached
Turns 8.9-8.12



TURN 8 (cont):

9. **TRADE:** Babylon buys gold (-1ES). Pile I is empty. Crete and Egypt receive 3 cards. Illyria gets four cards. Pile II is exhausted. Africa, Iberia & Thrace get 4 cards. Babylon gets 5 cards and exhausts Pile III. Assyria gets 5 cards.

Babylon trades Cloth(x2) and _____ to Thrace for Timber(x2) and _____
Babylon trades Grain, Timber & _____ to Assyria for Spice, Bronze & _____
Egypt trades Iron, Papyrus & Treachery to Iberia for Hides, Wine & _____
Illyria trades Cloth, Wine & _____ to Thrace for Iron, Grain & _____

8.10. RESOLVE CALAMITIES:

Volcano destroys Neapolis and Campania.
Treachery converts Sardinia from Iberian to Egyptian control.
Famine: Babylon loses 10 (Jericho & Damascus are reduced, 2T lost from Syria; 1T from Phoenicia). Egypt 8 (ST from U Egypt, 2T from Tanis, 1T from Alexandria, Fayum and Ptolemais). Illyria 7 (???). Iberia 1 (reduced Narbo). Crete 1 (Corinth) and Thrace 1 (1T & Thera).

Superstition reduces Byzantium, Troy, and Moesia.

Slave Revolt reduces three of Illyria's four cities.

8.11. BUY CIV CARDS:

Africa discards 1 Hides & 1 Cloth.
Assyria turns in 3 Grain, 2 Silver & 5T (130) for MYSTICISM and ASTRONOMY.
Babylon turns in 5 Timber, 2 Bronze & 2 Salt (111) for COINAGE.
Crete discards 1 Hides and 1 Cloth.
Egypt passes.
Iberia discards two cards (??).
Illyria...
Thrace...

8.12. **ALTERAST:** Egypt advances to 2800 BC. Babylon remains at 2000 BC. Africa & Crete advance to 1600 BC. Iberia & Illyria remain at 1600 BC. and Thrace and Assyria advance to 1200 BC. the latter breaking into the Late Bronze Age.

Due next are your any missing orders from the Calamity and Buy Civ Phases of Turn 8 and Taxation through Trade Phase orders for Turn 9.

THE BOARD

AFRICA: C @ Carthage, Cirta, Cyrene, Palermo, Thapsus, Tripoli; S @ Carthage, Cyrene; 2T @ Cyrene; Numidia, Tunisia; 1T @ Mauritania, Jalo, New Africa, Libya, Tripolitania, Sahara, Suorata

ASSYRIA: C @ Ankara, Antioch, Cordium, Kertah, Miletus, Nineveh, Salamis, Sinope; 1S @ Antioch, Galatia, Media, Sinope; 8T @ Van; 2T @ Armenia, Bithynia, Cilicia, Eiam, Media, Mikopi; 1T @ Cappadocia, Cyprus, Galatia, L. Armenia, Lycia, Ralchik; MYSTICISM, ASTRONOMY

BABYLON: C @ Aleppo, Babylon, Carrhae, Mar, Suka; 1S @ Midian, Tyre; 3T @ Tyre; 2T @ Babylonia, Chalde, Damascus, Phoenicia, Sumeria; 1T @ Arabia, Jericho, Midian, Petra, Sdon; Syria; COINAGE

CRETE: C @ Argos, Eretria, Rhodes, Sparta; 1S @ Chalcidia, Thera; 2T @ Athens, Knossus, Phaestus, Theosaly; 1T @ Chalcidia, Corinth, Delphi, Epirus

EGYPT: C @ Buhen, Jerusalem, Sardinia, Siwa, Thebes; 2T @ W Desert; 1T @ Alexandria, S Desert, Fayum, Giza, Nubia, Ptolemais, Sinki, Tanis; U Egypt

IBERIA: C @ Corduba, Ebrusae, Hispanis, New Carthage; 1S @ Iakereae, Etruria, Milaxa, Pyrenae; 3T @ Narbo; 1T @ Aquilaris, Belgica, Gaul, Lugdunensis, Lukitania, Massilia, Milaxa, Pyrenae, Rhactia, Tarraconensis

ILLYRIA (-7T, Slave Revolt); C @ Appollonia, Ithaca, Rome, Tarentum; 2S @ Tarentum; 1S @ Belgica; 1T @ Belgica, Dacia, Etruria, Pollentia, Rubicon; 1T @ Cassipina, Dalmatia, Germany, Illyrium, Samnium, U Germany

THRACE: C @ Sargis, Thimessalonica, Tyrax; 1S @ Lesbos, Thera; 4T @ Moesia; 3T @ Byzantium; 2T @ Crimea, Danube, Ionia, Selythia, Thrace, Troy; 1T @ Lesbos, Thera

PRESS: (CRETE)

Having taken a poll among my subjects one valiant knave has volunteered to sacrifice

himself in the name of "famine." I have reluctantly accepted this selfless offer from Corinth. This will, of course, lower my production of fine Corinthian leather for the American automobile industry. I shall carry on in the face of this adversity. Though we have lost a dear and trusted friend, we will be stronger for it. A memorial to our dear departed unit from Corinth will be placed on the island of Crete during a solemn ceremony attended by all who called Corinth a friend or colleague. Tomorrow is a day of mourning. All subjects will wear a black arm band. No pizza will be served. Pizza was his favorite food and it wouldn't be right to have others enjoying themselves while he suffers his fate. Long live the Corinthian! He is a guiding light to us all! And why are you still reading this drivel?

Your Cards are:





DUNE

Harkonnen Sells Out!



TURN 4/5

THE CAST

ATREIDES (Fisher): KH, 2L, 15S, 2C, 5T @ Arrakeen, 6T @ Falsa Wall East(a6 *).
 EMPEROR (Deb Osborne): 42S, 4C, 9T @ Habbanya Ridge Sitch, 10T Habbanya Flat, 1T @ Harg Pass.
 FREMEN (Anderson): 9S, 4C, 5T @ Satch Tabr, 4T @ Peaty Mesa(a7 *), 2T @ Funeral Plain, 5T @ Rock Outcroppings.
 GUILD (Wilson): 57S, 4C, 6T @ Tuck's Sitch, 5T @ Peaty Mesa(a7 *).
 HARKONNEN (Bryden): 3S, 8C, 5L, 5T @ Carthage, 1T @ Falsa Wall East(a).
 IX (Narhi): 12S, 3C, 5T @ Polar Sink.
 TANKS: 6A, 6H, 6I Lady J, B Rahar, G Halack, Colonel.

TURN 4

7. COMBAT:

Falsa Wall East: A with 6T Brice H with 1T to "take a dive" for 3S. A plays D Idaho, KH, 0S, no cards, and dial 0. H plays U Kudu, no cards, 0S, and dial 0. A wins 2-1. H loses 1T. A loses nothing.
 Peaty Mesa: F with 4T plays "Cheap Hero", "Trip to Osmant", 0S and dial 2. G with 5T plays "Cheap Hero", "Elixir Drug", "Jabba Clock", 0S, and dial 4. G wins 4-2. all lose everything except "Elixir Drug".
 8. SPICE COLLECTION: I collects 10S. A collects 2S for Arrakeen. H collects 2S for Carthage. G collects 1S for Tuck's Sitch.

TURN 5

1. The STORM moves from Sector 2 to Sector 4. The next weather shift is _____.
2. SPICE BLOW. Shai Halud appears in Sihaya Ridge(6). Hagga Basm(8) and Habbanya Ridge Flat(10) have Spice Blows. We have a nexus! Alliances may be made or broken. The next Spice Card is _____.
3. BIDDING: There are 4 cards available. They are (in alphabetical order) _____.

Due next time are orders for any voluntary actions from Turn 5 Bidding to Turn 6 Spice Blow. We will stop for any combat. Please specify what sectors your troops are in.

ATREIDES (Fisher): KH, 2L, 14S, 2C, 5T @ Arrakeen, 6T @ Falsa Wall East(a6 *).
 EMPEROR (Deb Osborne): 42S, 4C, 9T @ Habbanya Ridge Sitch, 10T Habbanya Flat, 1T @ Harg Pass.
 FREMEN (Anderson): 9S, 2C, 5T @ Satch Tabr, 2T @ Funeral Plain, 5T @ Rock Outcroppings.
 GUILD (Wilson): 55S, 2C, 6T @ Tuck's Sitch.
 HARKONNEN (Bryden): 3S, 8C, 5L, 5T @ Carthage, 1T @ Falsa Wall East(a).
 IX (Narhi): 12S, 3C, 5T @ Polar Sink.
 TANKS: 6A, 4F, 5G, 7H, 6I Lady J, B Rahar, G Halack, Colonel.

LEGEND: * = starred token, (a) = aggressor, A = Atreides, C = card, S = Emperor, F = Fremmen, G = Guild, H = Harkonnen, I = IX, KH = Kwitzach Haderach, L = leaders, S = spice, a# = sector #, T = token

STELLAR CONQUEST

JAMES T KIRK--Due next time are:



BRITANNIA

Turns 5 & 6
325-485 A.D.



The East:

PURPLE: Paul Zimack
GREEN: Peter Boyum

BLUE: Shane Beck
RED: David Anderson

The Board:

ROMANO-BRITISH (0): Arthur & 2C
WELSH (2): 3A @ Cornwall, 2A @ Dyfed, Gwent, Gwynedd, Powys; 1A @ Clwyd, Deron
BRIGANTES (1): 1A @ Galloway, Pennines, (Leader)
PICTS (0.5): 2A @ Dalriada, Skye; 1A @ Alban, Caithness, Mar, Moray
CALEDONIANS (2): 2A @ Hebrides; 1A @ Orkney
IRISH (0.5): 1R @ Atlantic; 1A Cumbria; 1A @ Atlantic
SCOTS (0): 2A @ Strathclyde; 1R @ Irish; 3A & Fergus
JUTES (0): 2R @ Channel
SAXONS (0.5): 1A & Henquist @ S Mercia; 2R @ Frisia; 1A @ Avalon, Downlands, Kent,
Lindsey, N Mercia, Sussex, Wessex; 9A @ Frisia
ANGLES (0): 3A @ North; 1A @ Dunedin; 3A @ North

Score: Purple 47, Green 24, Blue 16, Red 16

Turn 6 (concluded)

ANGLES (0): Grow 1 Pop Pt. 3A North-York.

Turn 7

ROMANO-BRITISH: Place Arthur and 2C at Hwicce. L, 2C Hwicce-S Mercia (6+1, L6+1
-1C, Henquist, 1 Sax -- +4 VP)
WELSH (2): Grow 8 pp, but at max. Move 1A @ Cornwall-Deron.
BRIGANTES (1): Grow 1. Place Leader in Pennines. Hold.

We halt here as Shane is currently on a 50-day camp out in Korea courtesy of our mutual Uncle Sam. Due next time are orders for Picts through Angles for Turn 7 and 8a, Welsh and Brigantes for Turn 8

Score: Purple 51, Green 24, Blue 18, Red 16

The Board:

ROMANO-BRITISH (0): Arthur & 1C @ S Mercia
WELSH (2): 2A @ Cornwall, Devon, Dyfed, Gwent, Gwynedd, Powys; 1A @ Clwyd
BRIGANTES (2): 1A @ Galloway; 1A, L @ Pennines
PICTS (0.5): 2A @ Dalriada, Skye; 1A @ Alban, Caithness, Mar, Moray
CALEDONIANS (2): 2A @ Hebrides; 1A @ Orkney
IRISH (0.5): 1R, A @ Atlantic; 1A Cumbria
SCOTS (0): 2A @ Strathclyde; 1R, 3A @ Fergus @ Irish
JUTES (0): 2R @ Channel
SAXONS (0.5): 2R, 4A @ Frisia; 1A @ Avalon, Downlands, Kent, Lindsey, N Mercia,
Sussex, Wessex
ANGLES (1): 3A @ North; 3A @ York; 1A @ Dunedin

LEGEND: A = army, L = leader, R = raider, (#) = population points, n-??? = retreat to ???,
Z = attacking/attacked by Cavalry



MAGIC REALM

Simplomo Cooks Goblins!!

Dragon!

EVENING 16 / Day 17



THE CAST:

Dave Anderson:
John Butista:
Marcel Carbonneau:
Don Chinnery:
Dan Farrow:
Dan Osborne:
Debbie Osborne:

Bennie the Berserker
Willie the Pilgrim
Amber Rose the Amazon (deceased)
Rasi the (optional) Wizard (deceased)
Simplomo the Sorcerer (aka Misty)
Smaug of the Dark Helmet, a Black Knight
Thorn of the Grotto, an Amazon (deceased)
Sylvan the (optional) Druid

EVENING 16

AT HP5: In hiding, Simplomo alerts a MAGIC IV5*, then casts FIERY BLAST to ambush the goblin, killing but two of them; he remains hidden (5,2). He alerts a MAGIC IV3* and again casts FIERY BLAST, killing another two goblins; he remains hidden (3,2). He alerts another MAGIC IV3* and casts FIERY BLAST a third time, killing one more goblin; he remains hidden (5,1) and scores 15P and 15N.

MONSTER ROLL - 3

AT CV4: Willie casts "Small Blessing" using his MAGIC I4* and WHITE 6*, result 3,1 = "I Wish for a Vision" and sees the contents of the Hoard; both his MAGIC I chits are fatigued.

DAY 17

Bennie @ Cr2: M CV2, R, R, R(wounded BERSERK T4** to normal), R(wounded MOVE T4** to fatigued).
Simplomo @ HP5: H(5,1 = y), R(MAGIC IV3*), R(MAGIC IV5*), SPX, SP(convert MAGIC IV5* to PURPLE). Reveal Ruins C, Lost City 3, Vault 3, Lair 3, Shrine 4, Howl 4, Suther 6. A T dragon appears at HP3.

MONSTER ROLL - 1

Sylvan @ CV1: H(4 = y), R(MAGIC II5*), R, R(MAGIC II2**).

Willie @ CV4: R(MAGIC I4*), R(MAGIC I6*), SPX, SP(convert MAGIC I6* to WHITE).

Smaug @ BV1: MBV4, MOV5, MAV2, MBV2.

COMBAT: Simplomo could take on the axe-goblin.

Due next time are orders for Evening 17 and Day 18.

PRESS: Willie falls on his knees and beseeches the great gods of chance for to leave off the fantastic luck and go back to ordinary.

DEAD PILE: Ralph, Roger & Raoul, Pontes BHQ & B2-B5, H dragon, two H flying dragons, two H spiders, three bats, five axe-goblins.

BOARD NOTES:

Nut Woods, Cliff, and Ceves are enchanted. Abatis at DW1. The Order has Cloven Hoof (BLACK, +1 to all rolls) at the Chapel. There are two H trolls & the Alter at Ru1. The Lost Castle is at Cr1. Two ghosts haunt DV2. The Pool is at Ce6; a T Troll is at Ce3; a short sword, helmet, and breastplate are at Ce4 and Cr5. There is a T dragon at C12, and the TF Dragon at the Hoard at BL6. The Small Campfire & the Bashkara are at NW5. Cr5 has a T spider, and the Cairns. Two small treasures are abandoned at the Inn. Large Campfire is at LW4. Lost City is HP3 with the Vault, the Lair and a T dragon. The Shrine and a six-pack of spear goblins are at HP4. The Statue is at Cn2. Giants are at Le4 and Cr6.

The Hoard has:

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THE BOTTOM LINE

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TABLE OF CONTENTS

Addresses	p 19
ADVANCED CIVILIZATION	pp 14-15
BRITANNIA	p 17
DIPLOMACY	
"Boris IX"	p 2
"Boris X"	p 3
DOWN WITH THE KING	p 5 & 4
DUNE	p 16
1830	p 8-9
1856	p 10-11
1870	p 12-13
HISTORY OF THE WORLD	p 4
LIFTOFF!	pp 6-7
MAGIC REALM	p 18
STELLAR CONQUEST	p 16

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